

SEGA®



Three Dirty DWARVES™

These guys don't
mind playing dirty—
they live for it!



OFFICIAL
SEGA
SEAL OF
QUALITY

TEEN

T

AGES 13+
CONTENT RATED BY
ESRB

14002

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TO WHOMEVER IS OUT THERE!

Our parents were test tubes. Our nursery was a genetics lab. A top secret military installation somewhere in upstate New York is our only home. We are four children being held against our will. Our names are Laura, Gregory, Billy, and Kyle.

Surrounded by guards, experimental weapons, and a hostile environment, we have no hope of escaping by ourselves.

But we have a plan.

We combined Einstein's theory of relativity, superstring theory, and the laws of chance to create a game. This game begins in a parallel world, populated by dragons and swarming with nasties. There is a gate between that world and ours.

We have avatars in that world, three Dwarves named Greg, Taconic, and Corthag. They are our champions. With skill, endurance, and a lot of luck, the Dwarves will find the gateway to this world, and come for us. We have faith that this will happen.

It will not be easy. Nasties and dragons are bound to come through the gate with them. The Dwarves will be alone in a strange world armed only with what weapons they can find. The humans they meet will probably not give them a warm reception.

So the Dwarves need your help. We will try to give you all the information you need. This is a game to you, but it could mean freedom for us. Thank you.

Laura



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GETTING STARTED

- 1 Set up the Sega Saturn system, following the instructions in its hardware manual. Plug in one or two controllers.

Note – Up to three players can play by connecting a Sega 6-Player Multi-Player Adapter and a third controller.

- 2 Insert the game CD, and press **Power** to turn the system ON. (Make sure the power is OFF before inserting or removing a CD.)
- 3 You'll see a series of logos, followed by the title screen. Wait a few moments to watch the game's animated story (press **Start** to re-display the title screen).
- 4 Press **Start** at the title screen to begin. If you've just finished setting options, use the **D-Pad** to highlight GAME START and press **Start**.



SETTING OPTIONS BEFORE STARTING

At the title screen, press the **D-Pad** down to highlight **OPTIONS** and press **Start** or **Button C** to open the menu.

- Select an option **D-Pad** up/down.
- Change a setting **D-Pad** left/right.
- Exit Highlight **MAIN MENU** and press **Start** or **Button C**.

LEVELS: Select a level to play. After clearing a level, you can replay it by remaining in the same difficulty mode. For example, if you clear five levels in **EASY** mode, you can replay them as long as you stay in **EASY** mode. If you restart the game in **NORMAL** or **HARD** mode, you must clear the levels again.

PLAYERS: Select 1, 2 or 3, depending on how many controllers are connected.

MODE: Set the game difficulty.

- **EASY** 7 Levels
Levels end when all three Dwarves are knocked silly. Collect red Power Skulls at the top of the screen to perform Power Attacks, Brawls and Morph Dwarfs.
- **NORMAL** 15 Levels
Levels end when all three Dwarves get bashed and dizzy. Special moves use more Power Skulls than in **EASY** mode.
- **HARD** 15 Levels
Levels end when all Dwarves get bashed, or when you lose all white Health Skulls (one disappears each time a Dwarf gets bashed). Special moves require even more Power Skulls. More nasties all 'round: obstacles are tougher; skulls are harder to get; Orcs gang up faster and meaner.

MUSIC: Set music ON or OFF. (Sound effects remain ON.)

OUTPUT MODE: Select **STEREO** or **MONO** depending on your sound system.



GAME CONTROLS

L-SHIFT OR R-SHIFT

- 1 tap: switch Dwarves (1 or 2 players only)
- 5 quick taps: Brawl (uses 3 Power Skulls)

BUTTON X

Power Attack 1
(uses 1 Power Skull)

BUTTON Y

Power Attack 2
(uses 2 Power Skulls)

BUTTON Z

Morph Dwarf
(uses 3 Power Skulls)

BUTTON C

Jump

START

Pause/continue

BUTTON B

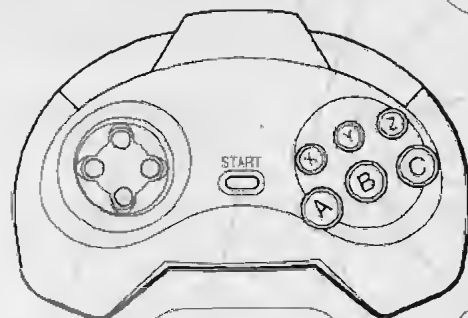
Short-range attack

D-PAD

- Any direction: move Dwarf
- Rapid left/right: revive Dwarf (2 or 3 players only)

BUTTON A

Long-range attack



MOVING AROUND & SWITCHING DWARVES

1 PLAYER

The Dwarf you're controlling leads and fights. The others follow but don't fight (they're dimmed). Switch Dwarves at will with one tap on **L-Shift** or **R-Shift**. It's your job to pick the best leader for whatever trouble you're up against.

If your Dwarf gets bashed and dizzy, another Dwarf takes the lead and you now control him. Revive bashed Dwarves by smacking them 'til they come to.

Leaving a dizzy Dwarf behind is a bad idea. If a Dwarf turns up missing in action, look in trash cans and boxes down the road. You'll find him.

2 PLAYERS

Both players control Dwarves who can fight, while the third (dimmed) Dwarf follows. Either player can switch to the dimmed Dwarf with a tap on **L-Shift** or **R-Shift**. In round-robin style, any Dwarf that's tapped for control can fight, while the just-released Dwarf becomes a non-com.

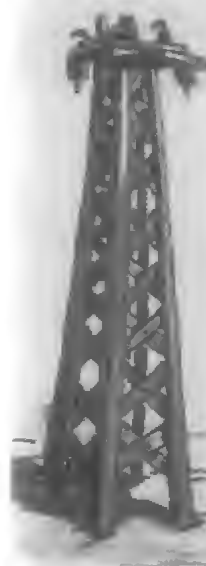
When Dwarves are knocked cold, either player can revive the basher with a smash. Or, revive your own Dwarf by pressing the **D-Pad** left/right rapidly.

3 PLAYERS

Each player controls the same Dwarf for the entire game (unless players switch controllers). Any player can revive a knocked-down Dwarf with a good smack. Or, revive your own Dwarf by pressing the **D-Pad** left/right rapidly.

NORMAL ATTACKS

Press **Button A** to bag an Orc with a long-range hit. Press **Button B** for a solid, straightforward clout at close quarters. Cracking ribs with a bat, busting kneecaps with bowling balls, and blasting away with a 12-gauge all have their own time frame. Relax and learn 'em. There is no rapid fire.



SKULLS

HEALTH SKULLS

In all modes, levels end when all three Dwarves are knocked cold. HARD mode, has a double whammy: the level will also end when you lose all seven whirling white Health Skulls at the top of the screen. One Health Skull disappears any time any Dwarf takes a hit. Lose all the Health Skulls and sink back to the beginning of the level, or start a different level.

POWER SKULLS

Red Power Skulls at the top of the screen fuel the Dwarves' Power Attacks, Brawls and Morph Dwarfs. When bashed, Orcs, boxes, trash cans and other containers might drop Skulls or sometimes the kids' red game die. Capture these to collect Power Skulls. (You can have up to seven at a time.)

CAPTURE:
7 White Skulls
Game Die

TO GET:
1 Power Skull
5 Power Skulls

Read on and discover the many fine uses for Power Skulls.

POWER ATTACKS

Each Dwarf has a pair of Power Attacks he can pull off for impressive solo Orcbutt-kicking. See each Dwarf's profile page for details.

CONTROL	EFFECT	REQUIRES
Button X	Power Attack 1	1 Power Skull
Button Y	Power Attack 2	2 Power Skulls

MORPH DWARF

The boys are tough on their own, but when Morph Dwarf happens, they turn into a big ugly gang of one.

All three Dwarves must be conscious to activate Morph Dwarf. How they morph depends on who is lead Dwarf when the Morph moment occurs. Be sure Orcs are in your line of fire. Morph Dwarfs are timed, so plan these attacks to get the most mileage.

CONTROL:
Button Z

MODE:
EASY
NORMAL
HARD

REQUIRES:
3 Power Skulls
3 Power Skulls
3 Power Skulls



BRAWL

Brawl is perfect for scouring an area of Orcs. All Dwarves must be conscious to brawl, and the attacks are timed.

Actually, Brawl begins when the boys start slapping each other around until they get mad. The Orcs are just innocent bystanders who get creamed accidentally while the Dwarves are pounding each other senseless.

CONTROL:
5 quick taps on
either Shift button;
aim with D-Pad

MODE:
EASY
NORMAL
HARD

REQUIRES:
3 Power Skulls
3 Power Skulls
3 Power Skulls




GREG

W.S.T. WEAPONS SYSTEMS TECHNOLOGY
CASE FILE 478723
REPORT: GENETICALLY
SYNTHESIZED MILITARY PERSONNEL

GREG

Name: Greg Vital Stat
 Sex: Male
 Color: Rusty, severe acne
 Nationality / Species: unknown
 Occupation: Warrior
 Area of activity: The Bronx
 Height: 3'
 Build: Squat muscular weighing 300lbs
 Weapons: Using a wooden bat and baseballs as projectiles attacks vary
 Likes/Dislikes:
 Favorite Color: Black and blue
 Food: Chili Dogs, bunnies
 Movie: Rumble in the Bronx



POWER ATTACKS

BATTLE AXE

Control: **Button X**

Requires: 1 Power Skull

Swings bat in a downward arc.

BAT BALLET

Control: **Button Y**

Requires: 2 Power Skulls

Whirls bat in a 360° arc. Use the **D-Pad** to direct the spin.

MORPH DWARF

Transforms the boys into a sloppy, disgusting, but accurate baseball and "chaw" hocker.




TACONIC

W.S.T. WEAPONS SYSTEMS TECHNOLOGY
CASE FILE 478723
REPORT: GENETICALLY
SYNTHESIZED MILITARY PERSONNEL

TACONIC

Name: Taconic Vital Statistic
 Sex: Male
 Color: Rusty, pale
 Nationality / Species: unknown
 Area of activity: The Bronx
 Height: 3'
 Build: Squat medium build
 Weapons: Bowling ball pin, special attack X button, helmet
 Hobbies: complicated battle cries
 Favorite food: pork rinds smores
 Sample note: I'll paste thy vitals on the parching streets.



POWER ATTACKS

PIN SPIN

Control: **Button X**

Requires: 1 Power Skull

Pistol-whips Orc nugs with a bowling pin.

FLYING BALL SLAM

Control: **Button Y**

Requires: 2 Power Skulls

Grabs air and beans the nearest Orc heads with the bowling ball. Use the **D-Pad** to direct the strikes.

MORPH DWARF

Transforms the team into a rapid-fire bowling ball shooter.



CORTHAG

W.S.T. WEAPONS SYSTEMS TECHNOLOGY

CASH FILE #76723

REPORT: GENETICALLY

SYNTHESIZED MILITARY PERSONNEL

CORTHAG

Vital Stats

Name: Corthag

Sex: ~~MALE~~ FEMALE

Nationality/Species: U

Occupation: Warrior

Area of activity: The B

Height: 3, Weight: 250-300lb

Build: Squat, stocky

Weapons: Shotgun, he can morph into

large caliber machine gun; 2 button

weaknesses: Doesn't seem to be all

there, ears may not be touching

water, possible leak in think tank.

Favorite Movie: Porky In Wackyland

Color: lime green



POWER ATTACKS

KICK 'N' FIRE

Control: **Button X**

Requires: 1 Power Skull

Throws an overhead kick and follows up with a rowdy shotgun blast.

TRIPLE SHOTS

Control: **Button Y**

Requires: 2 Power Skulls

Corthag's scatter gun goes full auto.

MORPH DWARF

Unleashes a firestorm of heavy artillery.



HOW DID THE DWARVES GET HERE?

by HARRIMAN FOSTER, Ph.D.

Some of you have expressed concerns about the "impossibility" of a gateway, or portal, leading from another dimension to this one. It's not impossible at all. Let me explain.

IMAGINARY DIMENSIONS

First of all, the other dimension described in this game is "imaginary." It doesn't exist. But non-existence only makes inter-dimensional travel that much easier.

You see, when a dimension is a figment of the imagination, the normal rules of physics no longer apply. (And keep in mind that the normal rules of physics are outmoded anyway.)

THE INTELLIGENCE FACTOR

Experts agree that the two main intelligence indicators are (1) the ability to learn from experience, and (2) the ability to adapt to one's environment. The four children who "created" these Dwarves (and their environment) are, by all accounts, exceptionally intelligent — their IQs are off the charts.

Being geniuses, they must know that actual experience is a better teacher than an imaginary one. It's also easier to adapt to a literal environment than a virtual one.

These children are also perfectionists. Even in their play, they strive for perfection. Since it is more perfect to exist than not to exist, the inter-dimensional gate must therefore be "real."

By locating the Dwarves outside their own minds — that is, in an imaginary world — they have created a space/time paradox that must be resolved. The Dwarves, in essence, are stray thoughts that must eventually return to their source, i.e. the children's brains. Much as an endorphin must leap the synapse from one nerve cell to another, so must the Dwarves (en-"Dwarve"-ins?) jump through the gate to this world.

THE UNCERTAINTY PRINCIPLE

The so-called "uncertainty principle" also plays a role. As Heisenberg theorized, even the simplest observation of a phenomenon will change the phenomenon. Since these Dwarves are imaginary, they cannot be observed. Any attempt to do so will create a space-time anomaly — a paradox if you will — which can only be resolved by making



the Dwarves "real," that is, beings that can be physically observed. That means bringing them into this world — of observable phenomena — where they can go through many changes.

THE THEORY OF RELATIVITY

Furthermore, Albert Einstein proved that the only absolute in the universe is the speed of light. Space and time are relative. So if we can imagine Dwarves existing in another space and time, then they must be "real," relatively speaking. Therefore, whatever we imagine them doing will have at least as much fixed reality as, say, the price of gasoline. Perhaps even more reality!

BLACK HOLE

Theoretically, they could even have traveled through a black hole to arrive here. After all, being fictitious, they wouldn't have to worry about their atoms being crushed into a subatomic paste.

IN CONCLUSION

Attempts to come up with a universal field theory (a theory that explains everything) have so far been unsuccessful. Until such a theory can be found, the three dirty Dwarves can travel pretty much anywhere they want.

Yes, in the light of new physics, the idea of smelly beings from other worlds landing here, and reeking havoc, is not only possible, but — in some alternate universes anyway — unavoidable.

Hope this clears things up!

MOST-WANTED HIT LIST

PIT BULLY

AKA *Tore-Up Terry, Cuddles*

This fearsome opponent wears terriers the way some guys wear jewelry. (Despite appearances, no animals were injured in the making of this game.)

NAKED NINJA(S)

AKA *Skinjas*

Early in their training, these deadly fighters took a vow of nudity. By overcoming embarrassment in social situations, they have become fearless warriors.



FRAZETTA

A four-armed freak determined to rip your limb from limb. Where did he come from? Nobody knows.



BOXER(S)

Lightweights AKA Erin "The Feather" Fritz, Sparring Sean, Wuss

Heavyweights AKA Steve "Steam Rolla"

Bourdet, Glass Jaw George, Punchy Pete, Puss

They may have been hit in the head one too many times, but these punch-drunk pugilists are still a force to be reckoned with.

VOODOO CHILD

AKA *Chicken Surprise*

Do you believe in magic?
He does.



ONION MERCHANT

AKA *Stinky*

This enemy will bring tears to your eyes.



MAN OF A THOUSAND SWORDS

AKA *MOTS*

Believe it or not, this red-eyed swordsman was once a mild-mannered salesman from Jersey City. One day, something snapped.

AUTHORITY FIGURES

PRISON GUARD(S)

AKA *Pen Ref, Calaboose Cal, Porc, The Man, Billy Club*

Bad men with badges.

SECURITY GUARD(S)

AKA *Spam Man, Porker, Snoozer, Mr. Zees*

Awake these sleeping giants at your peril!

BAD APPLES

BOMB BOY(S)

AKA *Napalm Brothers, Mad Bomber, Molotov Man, Juvie Pyro*

Nuked-up nasties.

MOP GUY

AKA *Mop Convict, Abe the Custodian, Bubba the Cleaning Lady, Red Dust Wrangler*
Cleanliness isn't always next to anything.

TERRIBLE INFANT(S)

AKA *Cleaver Kid, MX Baby, Radioactive Baby, Fallout Baby*

Rug rats on a rampage!

CONVICT(S)

AKA *Star Birds, Brig Rats, Geezoids, Square Johns*

Three-time losers have nothing left to fear.

DIGGING GUY

AKA *Thug on the Run*

Escape is impossible!

DUCT TAPE LADY

AKA *Duct Tape Lady*

The duct tape lady.

GEEK

AKA *Snitch, Spike Swingin' Psycho, Yadda-Yadda*

There's something wrong with this guy.



FIENDISH THINGIES

MOLE PEOPLE

AKA *Murk Dwellers, Reznors*

Watch out for these subterranean subhuman urban dwellers.

MUD PEOPLE

AKA *Sludge People, Dung Heapiers, Dirt McGirt, Slime Time*

Wear your galoshes around these guys.

TRASH CRITTERS

AKA *Uncanny Critters, Garbage Fiends, Grouchy, Killer Can, Roaring Garbage*

Dispose of litter properly, but be careful.

SEWER THING

AKA *Grate Groper, Lurker, Hermit Hand, Sewer Hermit, Sir Grope-a-Lot*

Let's just say it's not out to lend a helping hand.

WALL STREET SNAPPER

AKA *Daily Snarl, Rabid Times, Street Sheet, Ripper Rag, Rude Blat*

Bad news travels fast, and hurts a lot.

RAT(S)

AKA *Fuzzy Wuzzy, Fritz the Rat, Scuzzy-Wuzzy*

These filthy, annoying urban menaces lurk everywhere.



LEAN MEAN FIGHTING MACHINES

DOZER

AKA Ground Masher

COMPACTOR

AKA Doghouse Dozer

TANK

AKA Tractor Cannon

CEILING GUN

AKA M60 Chain Gun, X42 Prototype,
Slayer Thing



CARS, JEEPS & TROLLEYS

The right vehicle will take you
where you need to go.



ROBOTS

AKA Stomper, Griffbot, Symbol of Doom,
Pogobot, Humpty, Bad Egg

TRUCKS

AKA Maximus Truckie

HELICOPTER

AKA Menacer, Chap-Chap, Immortal Kapter



SOME VERY SPECIAL ORCS

TRAPPER

AKA Steely Don, Trapper John

Some call him the Daniel Boone of
Orcs.

TINMAN

AKA Metallicur, Robo Orc

This large metal robot has a creamy
Orc at its center. Yum.

KISSING ORC

Be afraid. Be very afraid.

GENERIC ORC

AKA Troglodyte, Big Goon, Torc, Little
Seizure, Porc, Trolley Trog, New Orc
Yankees, Spork Tasser, Fork Flinger,
Fix-It, Sporkman, Mechanic Trog,
The Forc Be With You

As you will see, besides the generic
blue orc, these odoriferous creatures come in many shapes and sizes
They adapt quickly to any new environment.



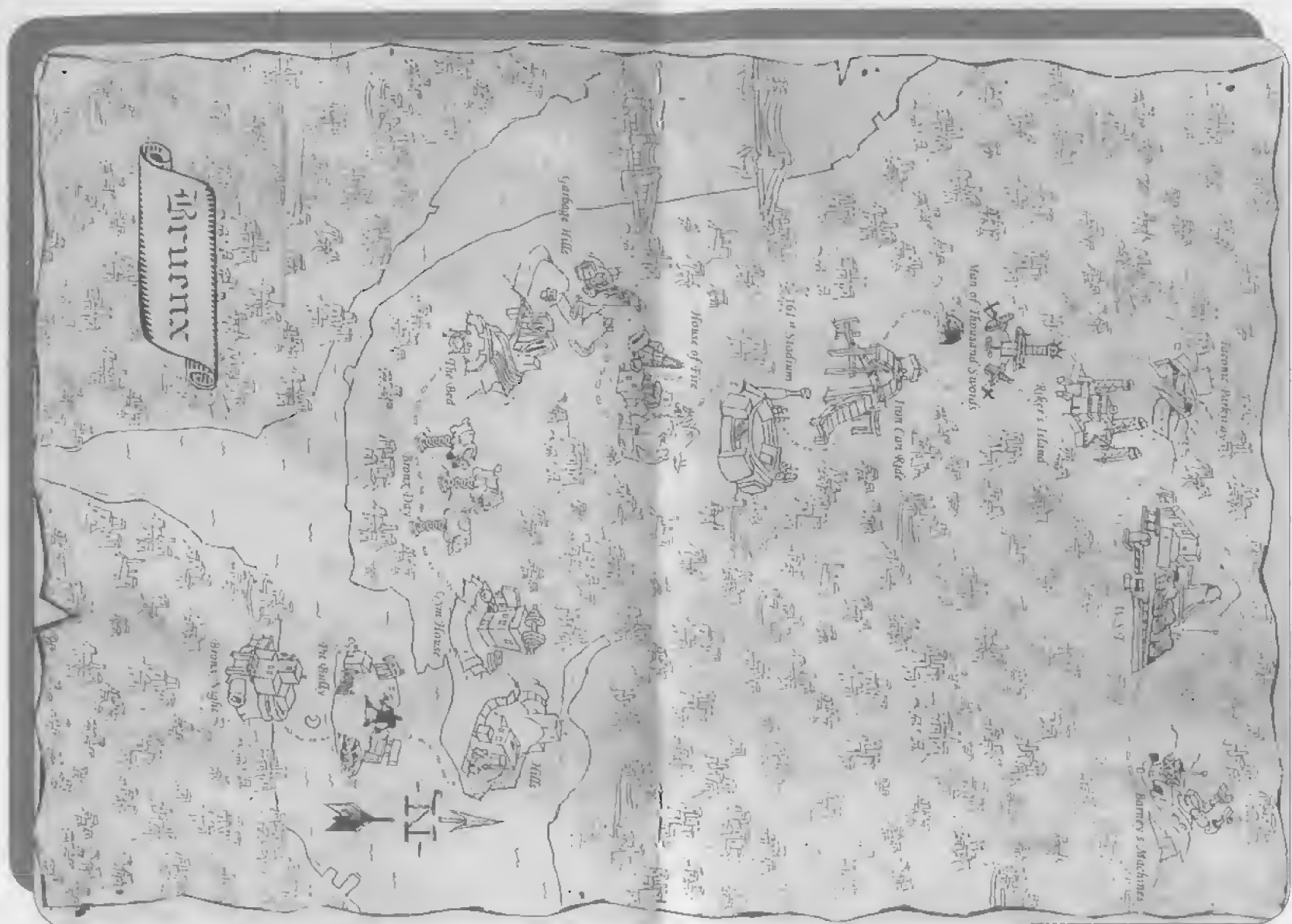
DRAGON

AKA Nefarious Nagtalon, Thermazor,
Puff, Big Lizard

Your typical large smoky reptile.



MISSION MAP



AMAZING BRONX FACTS

- Robert De Niro is from the Bronx. If not, he should be.
- Ed Annunziata is from the Bronx. He was beat up by girls and then moved to the country upstate (right up the Taconic parkway).
- The area was first settled in 1641 by a Dane named Jonas Bronck. Locals began to call the region "Bronck's," which eventually became the Bronx!
- Woodlawn Cemetery opened for business in 1865. Called "the Resting Place of the Famous," its residents include Herman Melville, Admiral Farragut, Duke Ellington and J.C. Penney. Best epitaph? George Spencer died in 1904; his tombstone reads: *"Lost life by stab in falling on ink eraser evading six young women trying to give him birthday kisses in the office of the Metropolitan Life Building."*
- In 1917, famous Marxist Leon Trotsky moved to the Bronx.
- Yankee Stadium is located in the Bronx.
- The Bronx has a peninsula called Throg's Neck.
- When the Cross-Bronx Expressway was first built in the 1940s it displaced 60,000 people, creating many social and economic problems which exist to this day.
- The moody writer Edgar Allan Poe once lived in the Bronx.
- The Bronx County Historical Society sells 19th Century postcards. While there, you can also listen to hours of taped interviews with prominent Bronx business leaders. Fun!
- The Bronx Zoo, with 265 acres and 3850 animals, is one of the largest zoos in the world.
- The Bronx is home to the New York Botanical Gardens, a 250-acre paradise of woods, gardens and conservatory.
- The South Bronx is part of the Bronx.
- Teddy Roosevelt, Mark Twain and Arturo Toscanini all lived in the same Bronx mansion (though not at the same time).

The
Bronx
has the
best
pizza
in the
world.



MISSION BRIEFINGS

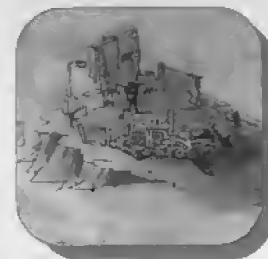
STREETS OF BRONX

You need quick reactions and a drool sense of humor when battling the iron-fisted, slobbering Orcs. Look out for flying appliances. The mean streets were never meaner.



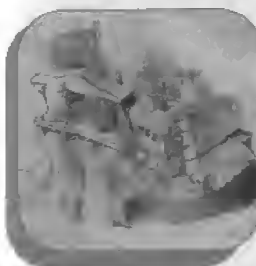
PIT BULLY

Bully has the personality of a fire hydrant, and twice the charm. Here's the gig: take out his hell-hounds, then bust up the big bonehead himself.



HILLS OF BRONX

Is that a rat on your face, or are you happy to see me?



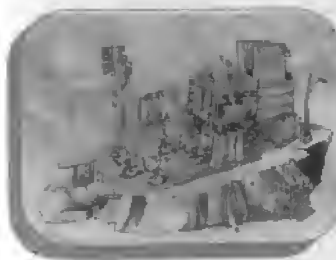
GYMHOUSE

Knock down a house-full full of muscleheads without getting cleaned and jerked. Forecast for today is cloudy with barbell-sized hail.



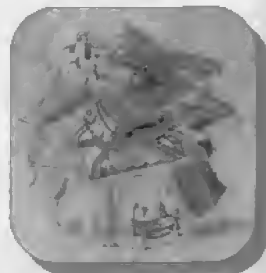
BRONX BY DAY

They call him Frazetta – a four-fisted bully who loves cholesterol and hates you. Some advice: forego the pizza or you could wind up as the special topping.



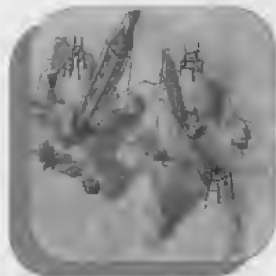
BOUNCING BED

Some Orc is bent on triple dwarficide by boulder drop. Lucky for you, you're armed with a mattress. Pressing the D-Pad left/right moves the mattress, not the bouncing baby. No napping now. You snooze, you lose.



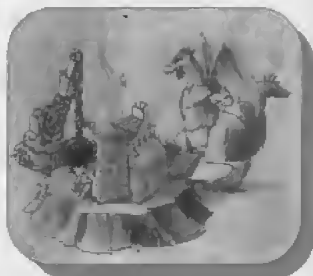
GARBAGE HILLS

What a dumppppp! Die, Mr. Badwrench – and take Skiploader Face with ya!



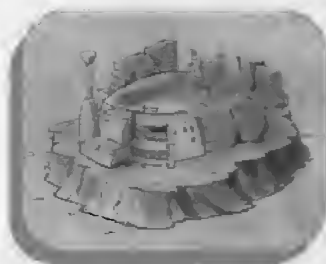
HOUSE OF FIRE

Every Dwarve should have a wrecking ball. Ride it, you bad thing, demolish the apartment and put a damper on the scaly thermal blowhard.



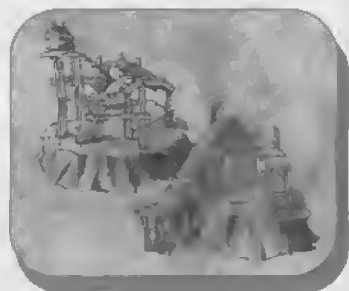
THE STABUIM

Orc outfielders catch the ball with their faces, the cheaters. RBI your team around the bases without getting beaten to a pulp. No bunting.



TROLLEY RIDE

Score some Skulls on these tricky tracks. You must be this tall to ride the trolley. As always, Dirty Dwarves ride free.



MAN OF A THOUSAND SYBROS

This former sales manager from Jersey opted for early retirement to pursue his hobby. It involves tall buildings and flying swords. Oh, and he doesn't dicker.



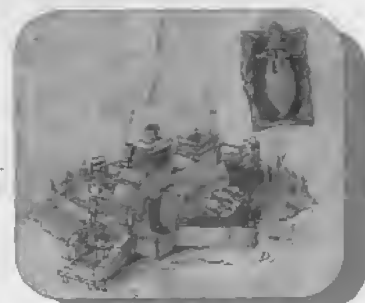
RIKER'S ISLAND

New York's famous prison is tailor-made for people who want to get out of the city but can't take that commute to Connecticut. Play "What's My Crime" with inmates while they get cute with a fork.



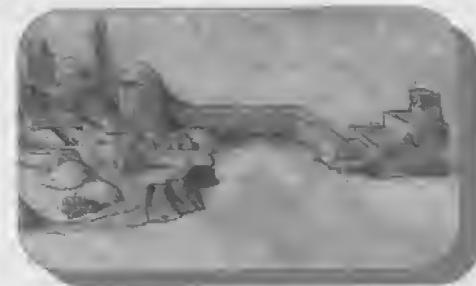
TACONIC PARKWAY

Time to thumb your way out of this burg. No whining about pedestrian rights here, pal. When you see your ride, take it.



LASER RESEARCH

Invalidate WST and meat the Cleaver Kids. June babies are so cute. You can keep them occupied for hours playing "Catch the Hatchet."



BARNEY'S MACHINES

The final showdown. You can make it, if you don't get stomped into steak tartare by a can opener on steroids. Hey, it could happen.



WST WEAPONS SYSTEMS TECHNOLOGY

FOR YOUR EYES ONLY

1946

In 1946, a hush-hush companion organization known as A.S.S. (Association of Secret Services) was created by a special act of Congress. Congress didn't even know it! It had been led to believe it was voting on a bill to subsidize cement production in rural areas.

1947

The first covert operation of A.S.S., code-named Operation Clean Sweep, was so classified that even the agents involved weren't told what it was. To this day, nobody is sure what exactly Operation Clean Sweep was meant to accomplish, if it succeeded, or even if it occurred.

1950

These are typical of the kinds of missions A.S.S. agents were assigned. Agent X would be told by a contact: "We need a fifty-year-old Hungarian oboe player in San Francisco at the corner of Geary and 25th on October 25th at nine o'clock p.m." Agent Y would be told: "Set fire to an accordion in Manhattan's Times Square tomorrow at seven a.m." Agent Z would be told: "Put a bucket on your head and sing 'She'll be coming round the mountain' as loud as you can." Agents were never told why their assignments were important, or even if they were. Other top-secret organizations could very well have been playing practical jokes on them.

1951

By 1951, daily operations of A.S.S. had become impossible, due to the extreme security restrictions imposed on its personnel, none of whom were permitted to communicate with each other. The head of A.S.S., former Marine Major Thomas "Bird-Dog" Douglas, complained to President Truman that he didn't know what his mission was, what his budget was, or who was working for him. President Truman ignored him, later asking aides, "Who was that guy? Is he nuts or what?"

1952

Major Douglas had become so frustrated with his job that he decided to quit. Unfortunately, since A.S.S. had never been overtly acknowledged as an official organization, he didn't know where to go to resign. He finally sat down and wrote a letter by hand to all the members of Congress, the

White House, the Supreme Court, the CIA, the Department of Defense, the Justice Department, and the Secretary of Agriculture.

Major Douglas' handwriting was so bad, however, that nobody could make out what his letter said. Assigned the task of deciphering it, the code-crackers at the CIA finally decided it was a letter from a "Mark Dallas," requesting money for an organization called "W.S.T." The CIA concluded that W.S.T. stood for Weapons Systems Technology, and recommended that funding be granted.

1953-1960

And so Major Douglas, to his confusion and delight, found himself in charge of experimental weaponry research. He was pleased to have a job he understood, even though his staff had the strange habit of calling him "Mark" or "Mr. Dallas."

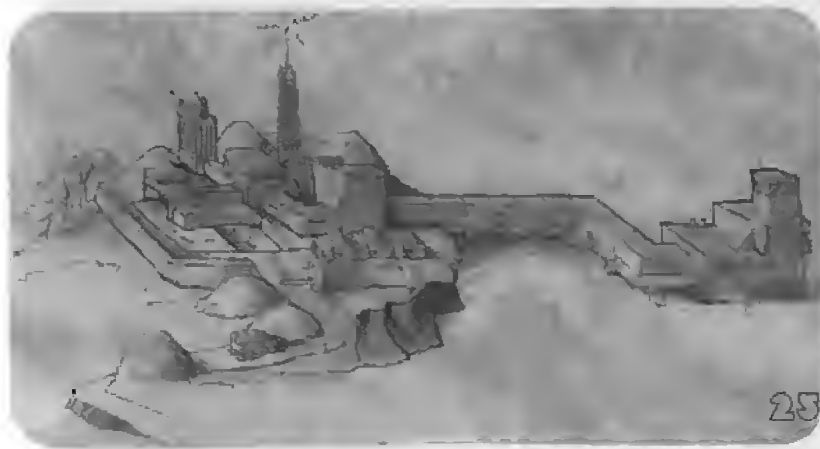
Until his retirement in 1960, he did his job well. Under his leadership, W.S.T. developed the Exploding Cow, the Stealth Taxi, the Invisible Machine Gun (lost during maneuvers, unfortunately, and never recovered), and the Paper Cut Laser.

The Paper Cut Laser contributed to one of the great victories of the Cold War. Snipers opened fire on the fingertips of KGB bureaucrats in East Germany, and the resulting injuries made them unable to file top secret documents for six weeks.

1960-Present

Weapons Systems Technology has grown a hundredfold since "Mark Dallas" retired. From simple weapons and explosive devices, WST has branched out into military software, robotics, psychological warfare, and genetic manipulation.

Since 1989, WST has been under the command of Colonel Waggon Briggs, who hopes to lead WST into the 21st Century and beyond.



PERSONNEL FILES

WST-1067-PROF1

CINCWST

PRIORITY 1

NAME: BRIGGS, WAGGON

RANK: COLONEL

POSITION: Commander-in-Chief, Weapons System Technology (CINCWST), on special assignment from the United States Congress, the Joint Chiefs of Staff, and the Central Intelligence Agency. WST is a unique venture, a partnership between secret sectors of the U.S. government and various private corporations who have donated time, money, and equipment to the organization in exchange for total anonymity and a hefty percentage of any arms sales. Colonel Briggs' duties include:

- * overseeing the weapons lab;
- * creation of warfare software;
- * creation of unstoppable warriors through genetic manipulation;
- * robotics development;
- * psychological intimidation techniques development;
- * other (too secret to mention).

BACKGROUND: Colonel Briggs is an exceptional officer who's spent a lifetime in the service of his country. Though he has been repeatedly decorated for bravery, distinguished service, good conduct, and perfect attendance, the public at large, and even most of his colleagues, are unaware of his heroism.

This is because his career is a secret career. On paper, Colonel Briggs doesn't even exist. He is the federal government's unofficial military adviser for all covert operations. He has burrowed beneath the hot desert sand of the Gobi to escape wily trackers. He has single-handedly blown up destroyers in the Red Sea. He has taken out Soviet machine gun nests in the teeth of raging blizzards. He has parachuted onto Mt. Everest. He has reorganized the Pentagon's filing system.

Now he faces his greatest challenge: he must transform four reluctant brilliant children into the warriors of tomorrow.

HOBBIES: Colonel Briggs does not believe in hobbies.

HABITS: Gargles with cobra venom, terrifies subordinates, uses a live grenade as a paperweight.

WST-1067-PROF1

CINCWST

PRIORITY 1

NAME: BARNEY

RANK: BARNEY

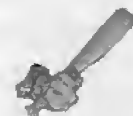
POSITION: Special aide-adjutant-assistant to Colonel Waggon Briggs. Barney's duties include:

- * doing whatever Colonel Briggs wants him to do;
- * obeying the commands of Colonel Briggs;
- * anticipating the needs of Colonel Briggs and filling them;
- * following Colonel Briggs' orders;
- * facilitating the venting of Colonel Briggs, as needed.

BACKGROUND: Barney is a young soldier of great promise. He is very good at following orders.

HOBBIES: Saluting, standing at attention.

HABITS: Sometimes shouts "Yes sir!" at inanimate objects.



WST-1067-PROF1

CINCWST

PRIORITY 1

DOCUMENT ONE BACKGROUNDER
WST-4-GENCOR 1

CODE NAME: GREGORY

Though he is weak-sighted and soft-spoken, WST profiles indicate that Gregory is a natural leader. He is a chess master and walking library of facts, statistics, historical data, languages, and literature. Since defunding of OPERATION DAYCARE, Greg has been deployed in weapons development.

Greg has developed encryption software that has encased all our top secrets in a code so thick nobody can break it. Unfortunately, the encryption is so good he can't even crack it himself. All our documents, essentially, are lost, and the software therefore has no known military value.

Retrieved from Gregory's wastebasket, written on crumpled, torn paper:

"...It is theretic (scratched out) thratical (scratched out) possible for altarne (scratched out) allternitiv (scratched out) other worlds to merj with this one."

WST-1067-PROF1

CINCWST

PRIORITY 1

DOCUMENT ONE BACKGROUNDER
WST-4-GENCOR 2

CODE NAME: KYLE

Since the age of three, Kyle has displayed engineering and technical skills second to none on the planet. Kyle has programming skills that may be as much as 20 years before their time. Since defunding of OPERATION DAYCARE, Kyle has been deployed in weapons development.

20

So far, Kyle has given WST the Stealth Bicycle, the Heat-Seeking Surface-to-Air Muffin, and an armored personnel transporter that can be transformed into a dinosaur with a few simple flicks of the wrist.

All these devices have been built. They are all elegant, well-made machines. Unfortunately they have no known military value.

Found in Kyle's quarters, written on notepaper in pencil:

COOL WAYS TO GET BRIGGS ALL MAD
salute him every time he says anything (this always ticks him off!)
call him "Daddy"
hug him
draw pictures of kittys in weapons manual

WST-1067-PROF1

CINCWST

PRIORITY 1

DOCUMENT ONE BACKGROUNDER
WST-4-GENCOR 3

CODE NAME: BILLY

A musical prodigy, Billy is a master of all musical instruments ever created and a few of his own design. He is also an expert on chaos and advanced mathematical theory. Since defunding of OPERATION DAYCARE, Billy has been deployed in weapons development.

Billy has been doing research, supposedly, into the use of sound as a weapon. But all he has given us so far is a piano concerto, a solo for accordion, and an essay on the physics of yodelling. None of what he has accomplished so far has any known military value.

Recovered from Billy's pocket, scrawled on notepaper:

ANNOYING SOUNDS THAT COULD BE WEAPONS
car alarms
screams of unhappy babies
smoke alarms
NOTE: Test sounds on Barney.



DOCUMENT ONE BACKGROUNDER
WST-4-GENCOR 4

CODE NAME: LAURA

She possesses creativity in major proportions. She is a storyteller, poet, songwriter, novelist, painter, sculptor and filmmaker. Since defunding of OPERATION DAYCARE, Laura has been deployed in weapons development.

Laura has developed a theory that beings from other worlds and dimensions can be transported to our world to do battle for us. This theory is too absurd to have any military value.

Written neatly on lined noté paper:

DWARVES OF DESTINY®™
GREG.BILLYKYLELAURACO (1996)

INTRODUCTION

DWARVES OF DESTINY is a role-playing game. You need a lot of imagination to play it, because it's just a fantasy. It's made up. It could never really happen. No way.

You become one of three fierce Dwarves: Corthag, Greg or Taconic. With the aid of die throws, you must guide them through their own world, to the place where sorcery and science intersect: a portal to another dimension. They must jump through this portal into a different space/time, where a general is keeping four children cruelly imprisoned. Through the Dwarves, you must rescue them.

The Doler of Destiny (Laura) will act the parts of everybody else in the game, and will present you with new characters to meet and fight. This is a world where dragons, monsters, demons, wicked secret armies and generals who hold children against their will can be overcome and destroyed, a world where dreams come true.

The game is ideal for four players — one to be the Doler of Destiny, shaper of the environment, and the other three to become the brave Dwarves who explore this strange world and face its challenges.

Crumpled paper retrieved from waste basket:

daddy was a lab rat
my mama was a tube
Barney gave me formula
then went back to his cube

I hate it here

a house of our own
of wood or stone



INTERVIEW

Laura, Gregory, Kyle, and Billy were interviewed by PESKY Magazine for their "Pre-Teen Spirit Spotlight!" section.



PESKY: You were test tube babies, is that right?

LAURA: Sort of.

KYLE: Worse than that.

BILLY: We were total lab rats.

PESKY: Cool! No parents to boss you around. You don't have to do chores, take out the garbage, walk the dog, do dishes ...

KYLE: This is true.

BILLY: But ...

PESKY: There's a downside?

LAURA: We have to think up top secret weapons of destruction.

PESKY: Def!

KYLE: We're geniuses, you know.

BILLY: Don't tell them that. People don't like to hear that.

PESKY: Do you have anything to add, Gregory?

GREGORY: Um. No.

PESKY: He doesn't talk much, does he?

KYLE/BILLY/LAURA: Um. No.



WST-1055-TERM

CINCWST

PRIORITY 1

MEMO FROM: Colonel Waggon Briggs

TO: All personnel, especially Barney

CONTENT:

OPERATION DAYCARE is a wash-out, a bust, the worst snafu since Dien Bien Phu. Those kids aren't supersoldiers, and they never will be. I'm not gonna waste any more taxpayer money on a military disaster. I have decided to assign the children to Conference Room D-12 (Sector Eight, Corridor A-15). Install video monitors. I want the little monsters watched at all times. Give them crayons and graph paper, and tell them to design us some super-weapons, pronto. Let's see how smart these pint-sized mental giants really are. That's it. Move it!

Briggs

CREDITS

Original Story & Game Concept

E. Ettore Annunziata

Art Direction & Character Design

Bevin Stone

Screenplay

Merle Kessler

Senior Animator

Szörádi Csaba

Marketing

Greg Chierning

Cast

Greg	Eddie Annunziata
Taconic	Bevin Stone
Corthag	Marlowe Keffley
Laura & Kyle	Deborah Saic
Gregory & Billy	Beth Kaufman
General Briggs	Alan Bruce
Barney	Marlowe Keffley
The Lawyer	Marlowe Keffley
Orcs	Szentornyai László
	Tassonyi Kadocsa
	Makó Balázs
	Jutasi Tamás
	Szörádi Csaba

The Cartoon

Directed by

Music Composition & Sound Design

Cartoon Animators

Bevin Stone

Rotation Corporation/Andy Armer

Szörádi Csaba

Jurij Serulov

Eugenia Serulova

Horváth Tamás

Herényi Mihály

Rátkai Kornél

Számel Endre

Cartoon Painters

The Game

Directed by

Appaloosa US Producer

Project Manager

Programmers

Szentornyai László

Jason Friedman

Tassonyi Kadocsa

Makó Balázs

Jutasi Tamás

Tassonyi Kadocsa

Szungyi László

Szengler Ferenc

Mezei Sándor

Magyar András

Héger Attila

Dobos Attila

Sallai Tibor

Bikics Tibor

Stage Editing

Music



Game Artists

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Orbán Nándor
Nagy Zoltán
Csige Tamás
Adonyi Gabór
Farkas Bea
Salfai Tibor
Gordon Lyon
Eric Caplain
Adam Sevilla

Backgrounds

Audio Post-Production

Video Post-Production

Talent Coordinator

Testers

Lead

Assistant Leads

Testers

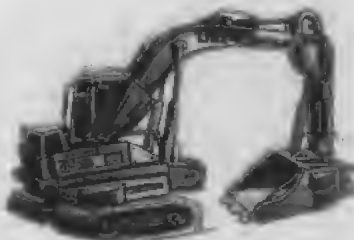
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Amy Albertson
Erin Fritz
Zac Fuller
Jason Bartholomew
Karen Brown
Matt Cogley
Jon Dejanó
Atom Ellis
Arnold Colman
Tricia Gray
Ryan Hurth
Aaron Montero
Scott Matt
Ty Johnson
Lloyd Kinoshita
Jeff Silveira
Mike McCullom
Ian McGuinness
Fernando Valderrama

Manual

Merle Kessler
Nell Hanshaw
Carol Ann Hanshaw

Special Thanks To

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Reas One
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Györfi Zoltán
Stephen Friedman
Andras Cszaszar
Brodnyák Mihály
Don Walters
Larry Loth



PRODUCED BY
ED ANNUNZIATA & CRISI ALBERTSON

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To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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Scud

THE DISPOSABLE ASSASSIN™



"SURREALITY

JUST GOT FUNKY."

It's cool to be a robot!



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